

**Amendments to the Specification:**

Please replace the paragraph on page 3, lines 1-6, with the following amended paragraph:

There has been some success in the manufacture of games making use of fixed pools in Amerindian casinos. When a player plays a game in an Amerindian casino, the game makes a request for a game result from a central server. The central server holds the fixed pools, and when a request comes in from a gaming machine, the server randomly ~~pieking~~picks one result from the pool (the electronic equivalent of a player buying a ticket).

Please replace the paragraph on page 4, lines 1-3, with the following amended paragraph:

Because of the above-described limitations, there is a need to find a way to provide players of fixed pool gaming machines with features found in Nevada-style gaming, especially game bonus rounds or bonuses.

Please replace the paragraph starting on page 7, line 13, and ending on page 8, line 13, with the following amended paragraph:

Figure 2 illustrates a front view 200 and a side view 216. Candle 202 lights when there is a machine fault such as the machine running out of tokens or coins to pay a cash-out, a monetary prize over a certain amount to be awarded, etc. Area 204 is typically art for the game, and is usually passive. There is a monetary input slot 206, which is typically a bill acceptor. Monetary input slot 206 may be, or may include, a coin acceptor. Coin acceptors may be used in certain lower-denomination raffle game installations ("penny," "nickel," "quarter" betting). Area 210 will typically ~~comprises~~comprise a video screen having the appearance of a glass cover having opaque art, with windows 208 showing individual slots or reels. This would be used during an entertainment mode, where the player is shown what appears to be a Nevada-style game such as slots but where the game outcome is, in actuality, already known (having been sent by the central

server). Prior to entering entertainment mode, area 210 will be used to display information about on-going central determination (lottery-style) games and betting options (ticket purchase options). There are a set of player input devices, typically buttons, shown at 114. Side view 116 shows the slanted portion of the machine (thus the general name "slant top"), which has the game viewing area 214. On some machines there will also be either one or two small numerical displays, shown as 118. One display shows the player the number of game credits they have, the other (if present) may show some kind of special raffle game announcement, or may simply have scrolling advertising for the casino. These displays may be found almost anywhere on a game machine that is visible to a player.

Please replace the paragraphs starting on page 10, line 4, and ending on page 12, line 3, with the following amended paragraphs:

Also shown are network connections 312 which enable operable coupling of the player terminals to Central Determination Server 300. The present invention requires the use of at least one server 300, but is not limited to one. Each ~~server~~ server will have at least one pool of predetermined results, from which a single result is randomly drawn and sent to a player terminal when game play is initiated (conceptually the electronic equivalent of purchasing a scratch-off ticket at a lottery counter; the results are predetermined, but are not known to the player until the results are displayed). Depending on the specifics of each implementation, there may be a plurality of servers on a site or distributed over several sites. As discussed above, a player may request a voucher which (to a player) stops game play on that terminal. Either the player terminal generates a unique transaction ID or the central server may generate it (of which device generates the unique transaction ID that will be implementation dependent implementation-dependent). In either case, the ticket data and unique transaction ID are stored in the database (Oracle or similar database package) on the server. The voucher may or may not have all outstanding ticket data printed thereon – this will depend on the specifics of each implementation. The voucher will always have the unique transaction ID on it, preferably in encrypted form (this will require) an encryption/decryption program on either each player

terminal or on the server – the machines that generate unique IDs will need to have the capability to encrypt/decrypt). When a player inserts the voucher on a different player terminal, the server will (i) verify the tickets to be displayed on the player terminal if the ticket info was on the voucher, or (ii) retrieve any ticket info associated with the unique transaction ID on the voucher from its database.

The database on server 300 is also usable with player IDs, both in traditional form (a player ID card) and with APIDs (anonymous player IDs). The data about tickets bought, when, and on what machine will be kept in a manner associated with the player ID. The player ID will then be used to retrieve the information. This allows a player to keep one voucher or one player's card, and go from player terminal to player terminal as ~~the wish~~ he/she wishes, even with game in play.

Central determination or fixed pool games can be divided into games that use results from a single draw from a single pool, or use two (or more) draws from the same number of pools. These differences reflect the requirements of local jurisdictions. Some allow only single draws from a single ~~pool~~ pool per game play, while others allow single draws from more than one pool where the second or tertiary pools can then be used for certain additional play results. Different solutions to providing players with the appearance of bonus game play are found in different embodiments of the present invention, using single or multiple pool draws.

Please replace the paragraphs starting on page 13, line 20, and ending on page 15, line 5, with the following amended paragraph:

The actions corresponding to box 410 include initiating a pick style bonus round using the second portion of the predetermined results. A player picks (typically using a touchscreen) ~~a~~ one or more symbols from a plurality of symbols on the player terminal's display. In an actual Nevada-style game the results picked are randomized and summed after game play; in a central determination system the bonus round amount must be reverse-mapped into a bonus game or

bonus screen display on the player terminal that mimics the appearance of a Nevada-style pick bonus game.

Continuing to box 412, a randomized value sequence is generated using a random number generator. The randomized sequence is constructed to generate a sequence of numbers that when added together, yield the bonus prize amount. This may be a sequence of one or more numbers and may include 0 value entries that are not "game over" entries (the game developers will decide if they want to make use of 0-value picks depending on the pick game being mimicked). The number in the sequence is variable to keep repeat players from detecting a pattern to the bonus games. Some pick style bonus games limit players to a single touch; in those cases, the full amount of the bonus game portion of the predetermined win will be shown to the player as soon as they indicate any of the pick indicia. When player may make a plurality of choices, then as each choice is made the corresponding element in the randomized sequence is displayed to the player (i.e., the first game indicia picked by the player results in the first element from the randomized sequence being displayed to the player, although it is possible to randomly associate elements from the list with player choices as well). The way in which the value will be shown to the player will be consistent with the bonus game being mimicked (i.e., the game indicia appears to "dissolve" on the screen showing a value, there is an award counter that increments to the side of the screen or buttons, etc.).

Please replace the paragraph on page 16, lines 24-26, with the following amended paragraph:

When the player terminal receives a bonus ticket, it allocates the combined amount (~~grater~~ greater than 1000) into a base game win amount (1000) and a bonus game win amount (the amount left after subtracting 1000).

Please replace the paragraph starting on the bottom of page 17 and ending on page 18, line 8, with the following amended paragraph:

The player has a 1 in 10 chance of hitting the game ending indicia. There are, however, many ways of presenting each combination of awards to the player. In this example, there are 512 combinations in this screen. So for any given prize value, the RNG has to work through 512 combinations (worst case) to obtain a set of picks to match the bonus prize. Working through each combination to determine the outcome is called the brute force approach. Another method would be to store each possible bonus prize in the reverse map, along with some information on which series or sequence of picks will be used to generate that prize. The ~~later~~ latter is a more desirable implementation method when the amount of this information is reasonable.

Please replace the paragraph starting on page 18, line 18, and ending on page 19, line 5, with the following amended paragraph:

In this example, the base game triggers the bonus 180,000 times. A template can be created with the same number of tickets as the original game cycle, resulting in 180,000 different bonus prizes to map. There are existing gaming protocols having lower limits than 180,000, however, and part of the usefulness and novelty of the present invention is that it ~~be~~ is able to work within limits of older (existing) protocols, which were not ~~design~~ designed for use with extra play or bonus game machines. One existing protocol limits the number of unique tickets in a pool to approximately 50,000, so 180,000 must be reduced still further in order to fit these restrictions.

Please replace the paragraph on page 20, lines 4-7, with the following amended paragraph:

~~Applies~~ This applies to a system where the Lottery terminal receives the entire prize on one electronic ticket only. For display purposes, the Lottery terminal may display this ticket outcome as a single prize, or a series of prizes providing entertainment to the player.

Please replace the paragraph on page 25, lines 3-10, with the following amended paragraph:

In the example above, the prize information field is used to store the bonus display information previously stored on the lottery terminal. This has the advantage of requiring fewer storage resources on the terminal side, but requires more communications overhead. Because the bonus display information is received at the same time as the prize, the terminal is not required to determine if the prize is a bonus or not: it already knows because of extra information. This information is not limited to bonus displays only, ~~it~~. It can also be used for primary display outcome information.

Please replace the paragraph starting on page 26, line 19, and ending on page 27, line 3, with the following amended paragraph:

Working now with multiple pools (multiple draws ~~from~~ from different pools), if the jurisdiction allows it, there are further ways to generate bonus winnings. In this case, the wager amount is divided into two portions, with one portion being used with one pool (the main game winnings, if any) and a second portion used to get a result from a second pool (the bonus winning, if any). This further enables the capability of a multi-draw games.